Bermuda Race

A challenging simulation of the race from Newport, R.I. to Bermuda.

DISKETTE

Apple® II compatible systems (48K)
Applesoft in ROM - 1 disk drive (DOS 3.3)
Game Paddles or Joy Stick optional

by Sams™

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Bermuda Race
for the Apple II

Bermuda Race
for the Apple II
Sams
Bermuda Race
Woods Hole
Newport
Cuttyhunk
Gayhead
Martha's Vineyard
Nomans Land
Block Island
N
Bermuda
North Rocks
Finish Line
Miles
You can chart your progress on high-quality video screens that show each leg of the race.
Bermuda Race is a challenging simulation of the blue-water sailboat race from Newport, R.I. to Bermuda, some 635 miles across the open Atlantic. You're racing against those who set the actual Bermuda Race record and also against the top previous simulation players.
To sail your best, keep a steady hand in control of your heading, sails, and centerboard, but watch out for the weather and the unexpected! By effective use of the highly precise information supplied by the computer, you may win a place in the Player's Hall of Fame!
For 1 or 2 players, beginner to expert. Bermuda Race is not only fun, it's educational. Interactive tutorials help you learn everything you need to know about sailing with this simulation.
Sams Software
Howard W. Sams &
4300 W. 62nd Street
Indianapolis, IN
(317) 298-5400 / (800) 428-3696
ISBN 0-672-26129-4

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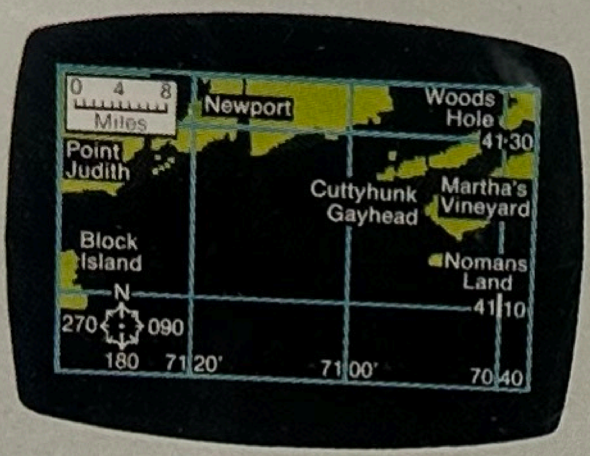
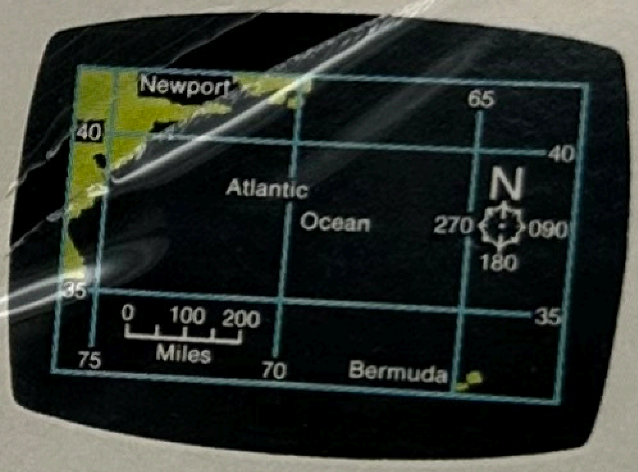
Bermuda Race





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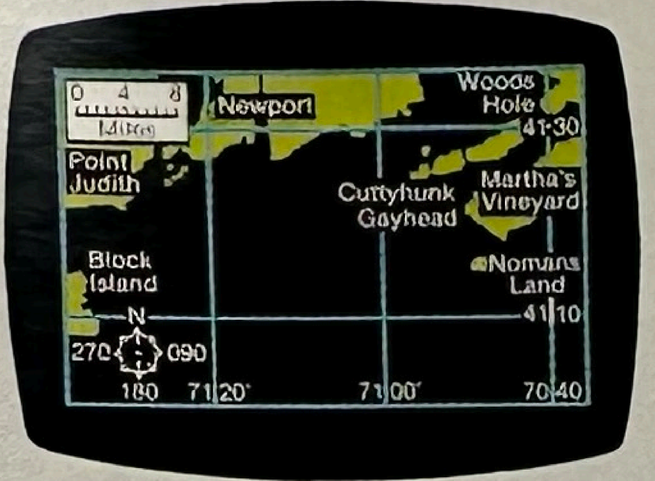

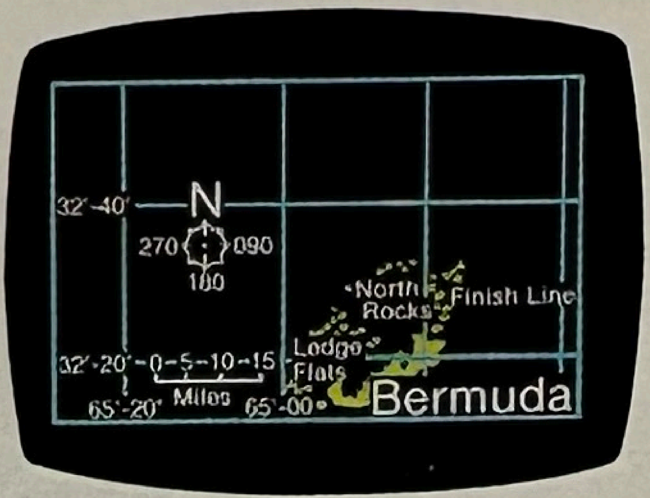

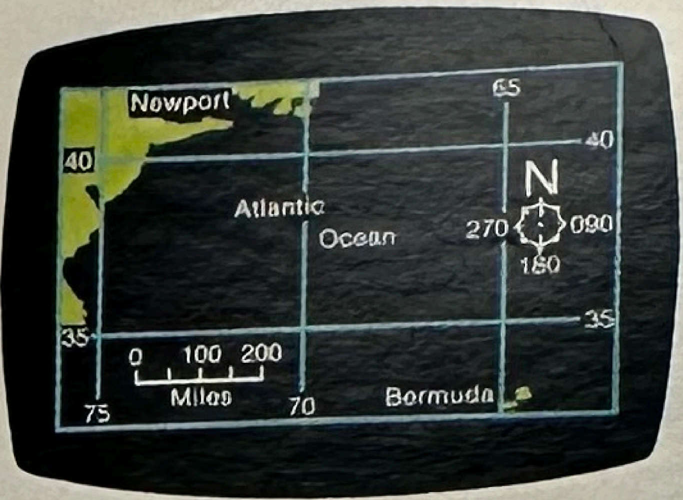

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TRUE COURSE TO BERMUDA
WIND
INSTRUCTIONS
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2. SET WIND DIRECTION
3. SELECT PROPER BOAT'S HEADING
(RED AREA INDICATES 33 DEG. LUFF ANG.)

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48K • 1 Disk Drive/DOS 3.3
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Purchased: (Date) From: (Firm)
(Firm City)
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How many disc drives do you own? 5¼" 8" Hard
Memory size? K
Languages used, primary secondary
Do you use CP/M?
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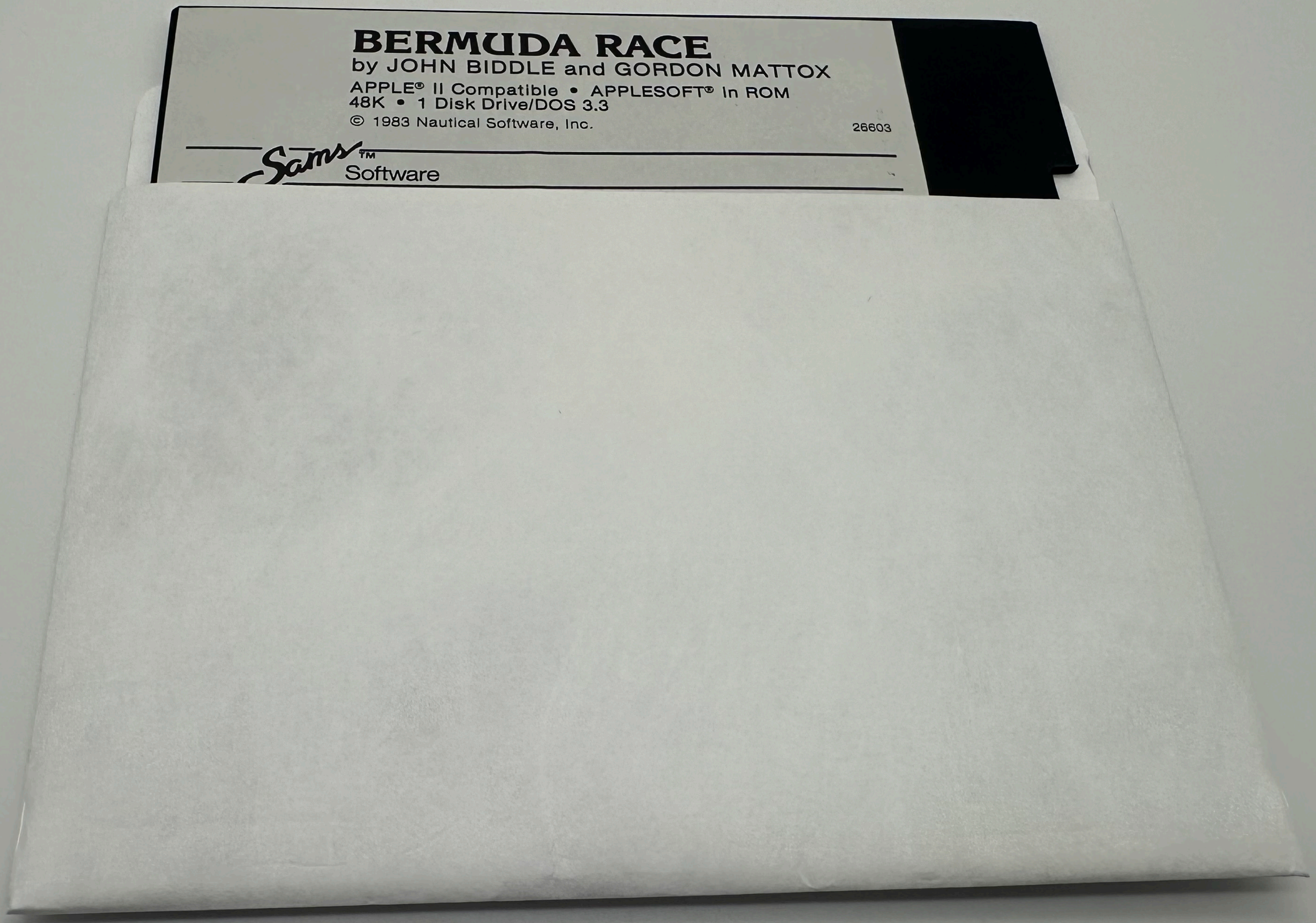

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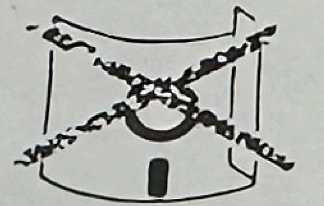
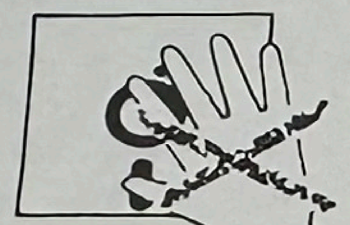
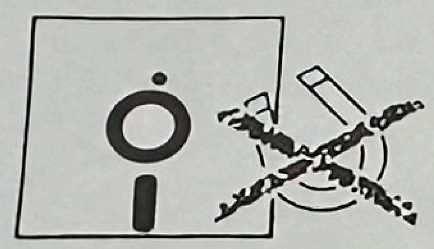


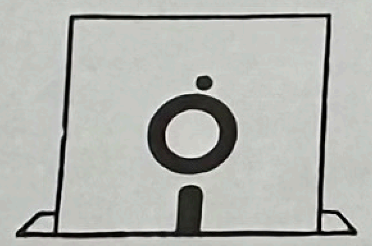
Do not fold — do not bend
Nicht falten — nicht knicken
Ne pas plier
No doblar — no plegar



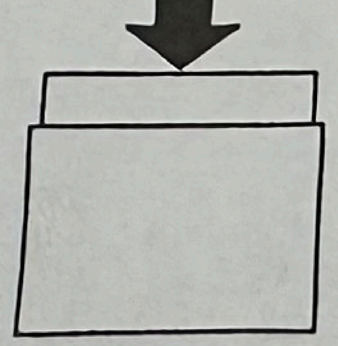
Do not touch exposed areas of magnetic disk
Magnetflächen nicht berühren
Ne pas toucher aux surfaces magnétisées
No tocar las superficies magnéticas



Keep away from magnetic fields
Vor magnetischen Einflüssen schützen
A éloigner des champs magnétiques
Proteger de campos magnéticos



Insert carefully
Sorgfältig einführen
Insérer avec soin
Introducir cuidadosamente



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Nach Gebrauch zurück in die Tasche
Ranger dans l'enveloppe après l'usage
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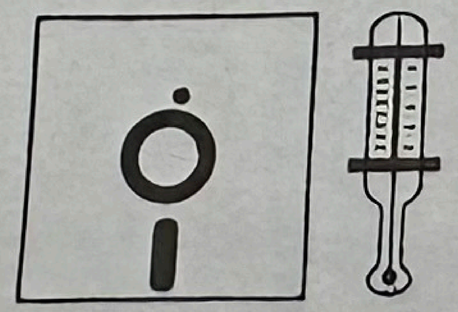

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State
Zip
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48K • 1 Disk Drive/DOS 3.3
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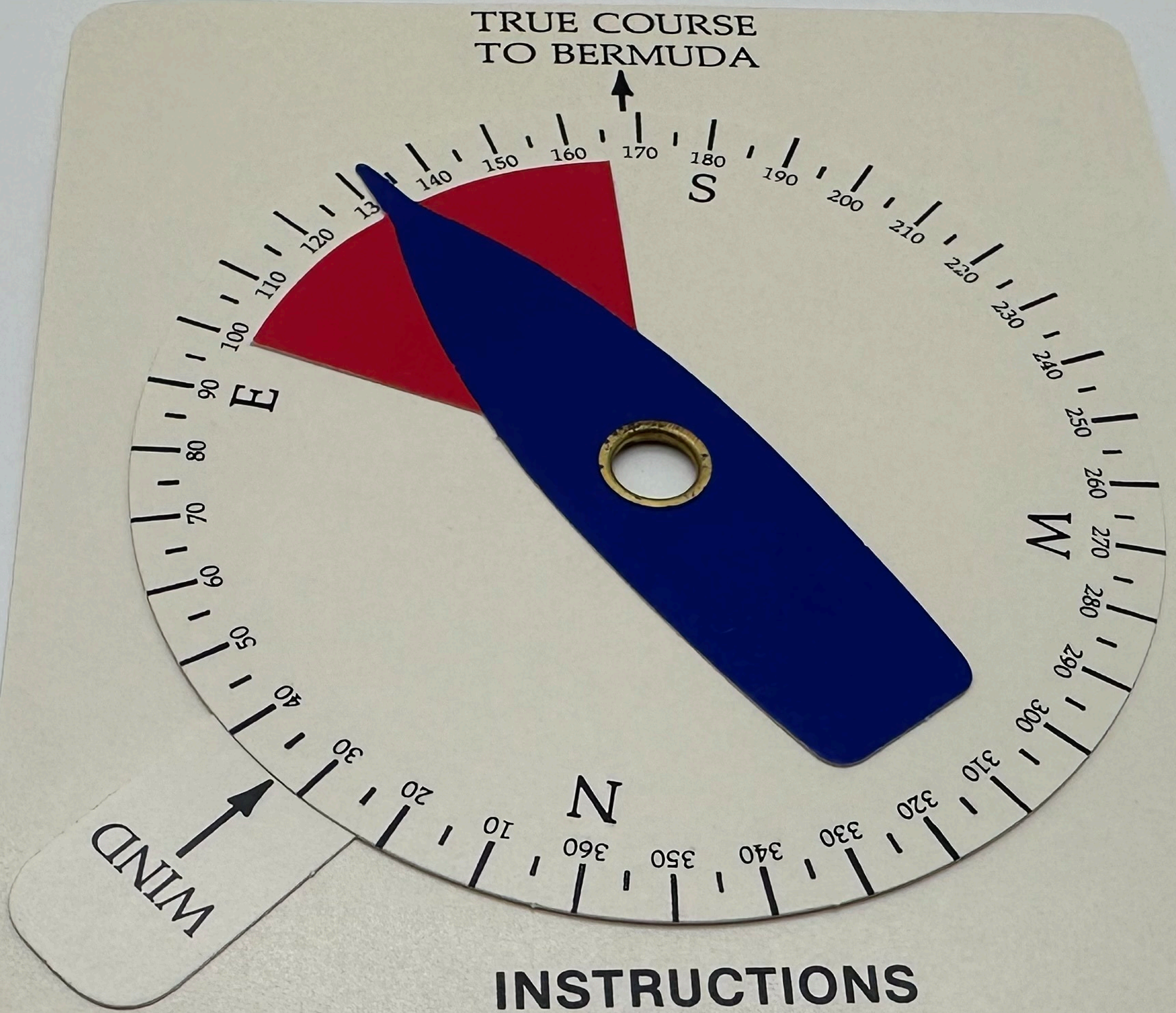

INSTRUCTIONS

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2. SET WIND DIRECTION
3. SELECT PROPER BOAT'S HEADING
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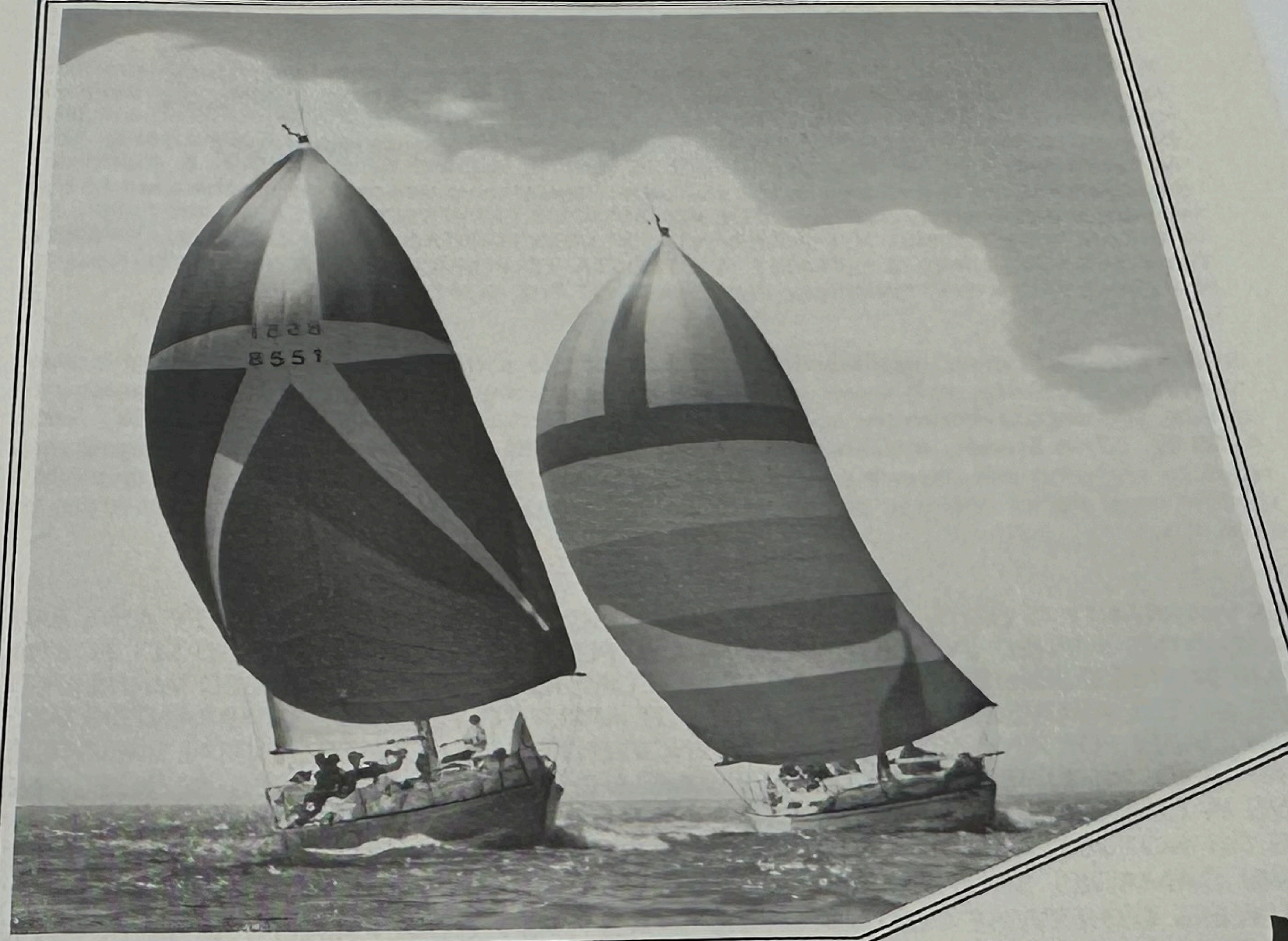

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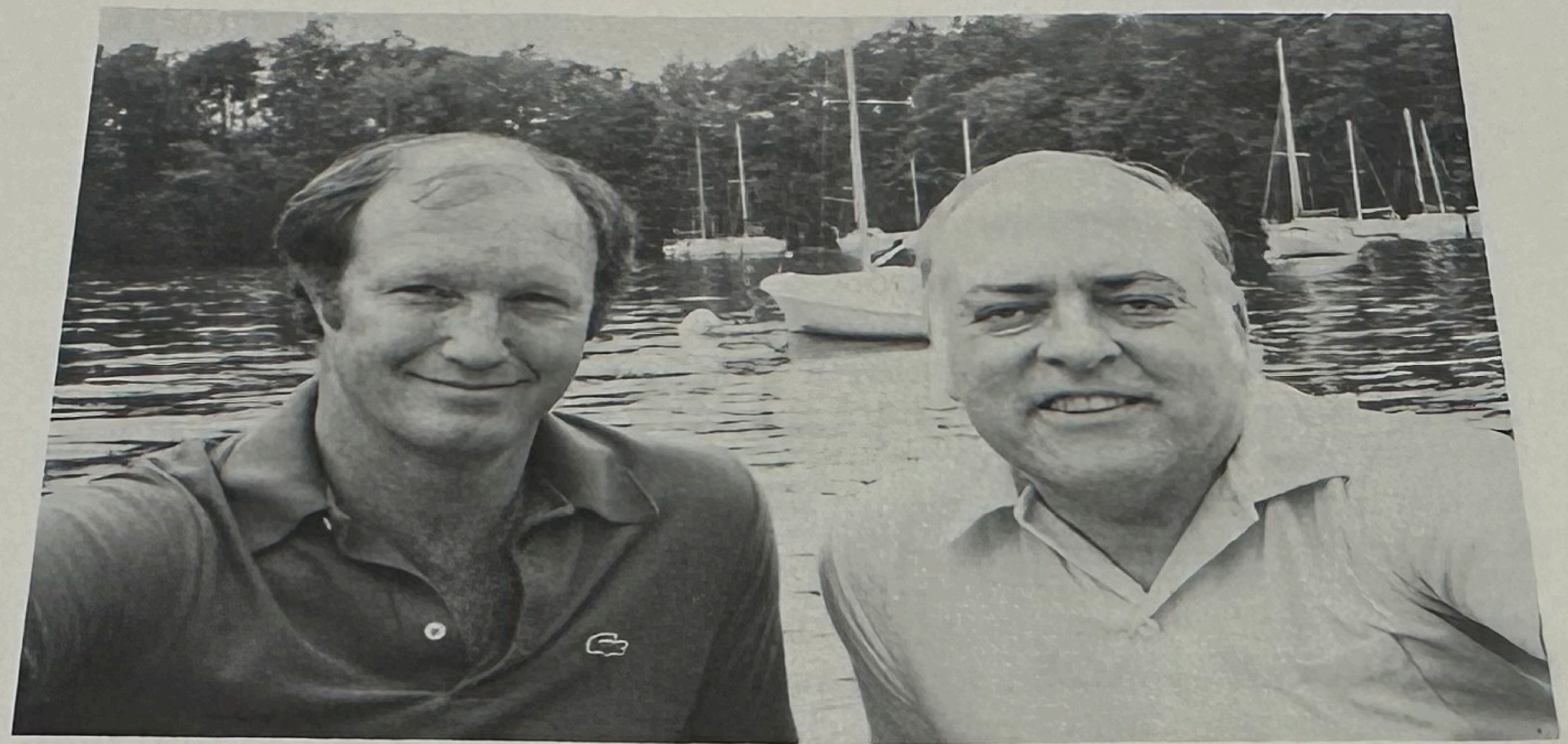

John Biddle (left) and Gordon Mattox (right)

John Biddle is a U.S. Coast Guard-licensed captain who has sailed many different boats in various areas including the Atlantic, Caribbean, and Mediterranean. He has sailed many cruises as captain of the CT-54 sloop ''The Great Escape'' out of St. Thomas, U.S. Virgin Islands. In his ''spare time,'' he works as a structural analysis engineer in the design and analysis of heavy industrial equipment.

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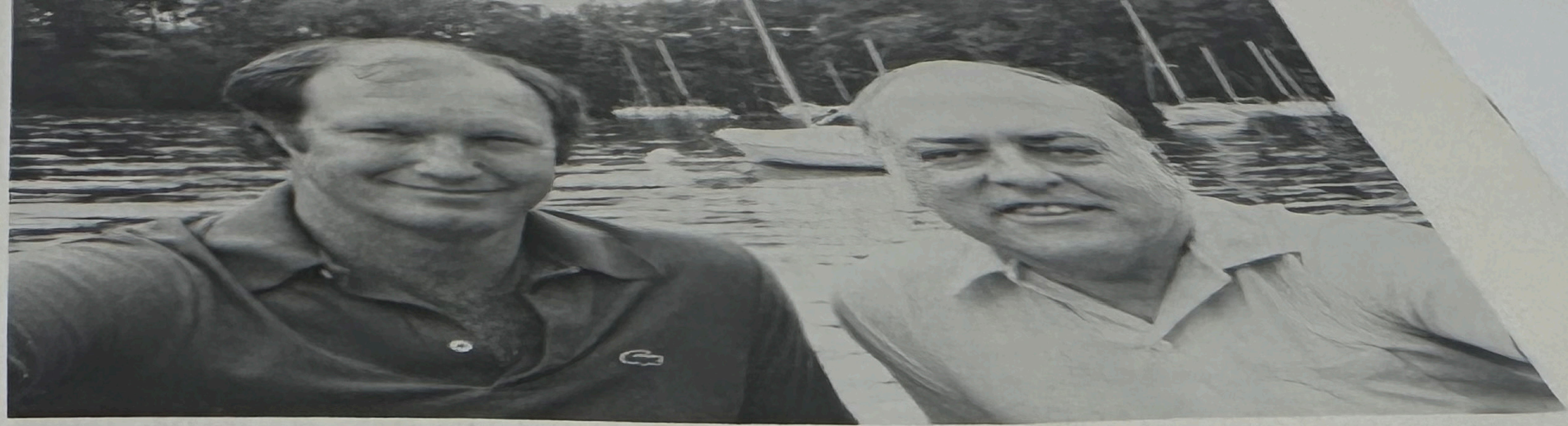

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3. SELECT PROPER BOAT'S HEADING
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THE CENTERBOARD

Your boat has a movable centerboard which can be used to change the performance of your vessel.

When the centerboard is down, your boat can sail ''closer to the wind.'' That is, it can sail at a smaller angle (luff angle) to the wind and come closer to sailing in the direction from which the wind is blowing. But, as any experienced sailor knows, the higher the windspeed, the greater the luff angle, no matter what the centerboard position is.

As the centerboard is raised, the minimum possible luff angle is increased, meaning that you cannot sail as ''close to the wind.'' Also, there is less ''drag'' in the water and the boat can go faster. So, make your choice about centerboard position to try optimizing the boat's performance for the sailing conditions at hand.

During the race, press **K** *to get the KEEL (CENTERBOARD) screen. From this screen you can raise or lower the centerboard. The computer automatically calculates and displays the minimum luff angle for the current centerboard position and windspeed.*

Because you cannot ''trim'' your sails optimally, the luff angle is programmed as a single function directly proportional to the windspeed.

START OF THE RACE

Before beginning the race, the computer asks whether there will be one or two players. After you press **1** or **2** (**RETURN** is not necessary), you have a choice of using either game paddles (press **P**) or arrow keys (press **A**) to input course changes. Again, **RETURN** is not necessary.

The program then proceeds to the Bermuda Race Registration where you enter the name of your boat and your name as captain. Answers to these questions should not contain commas, colons, or quote marks.

Next, you enter the date for recording in the Player's Hall of Fame (if you sail well enough!).

After the registration procedure, the computer loads and displays a chart of Rhode Island Sound. The starting line for the race is near Brenton Reef Light, near the Northwest shore of the Sound between Point Judith and Newport. It is marked on the chart with a dotted line. As in the real race, the start is timed. From the moment the chart flashes onto the screen, you have approximately 20 seconds to ''read the wind,'' decide if you need to change course to prevent ''luffing,'' and maximize boat speed across the starting line. The last 10 seconds of the countdown are displayed.

NOTE: YOU ONLY HAVE THE LAST TEN SECONDS BEFORE THE STARTING GUN to steer your boat onto the course you have chosen. To steer your boat, hold down the right or left arrow (and the **REPT** key on the Apple II or Apple II Plus), or turn the game paddles, until the desired heading is reached. While turning the boat, you may make adjustments to your course until the countdown ends. When the starting gun goes off, your boat is then on course as indicated and you cannot change until your next move.

In a two-player race, the computer turns immediately to the second player to start the countdown for his/her start; it then proceeds in an alternating fashion for each player's individual turn.